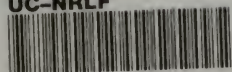
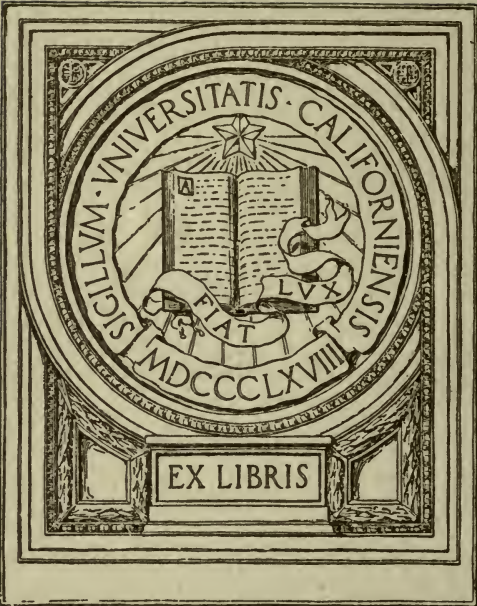


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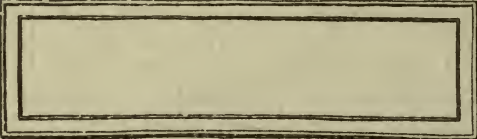


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BASEBALL NOTES

FOR
COACHES AND PLAYERS

By

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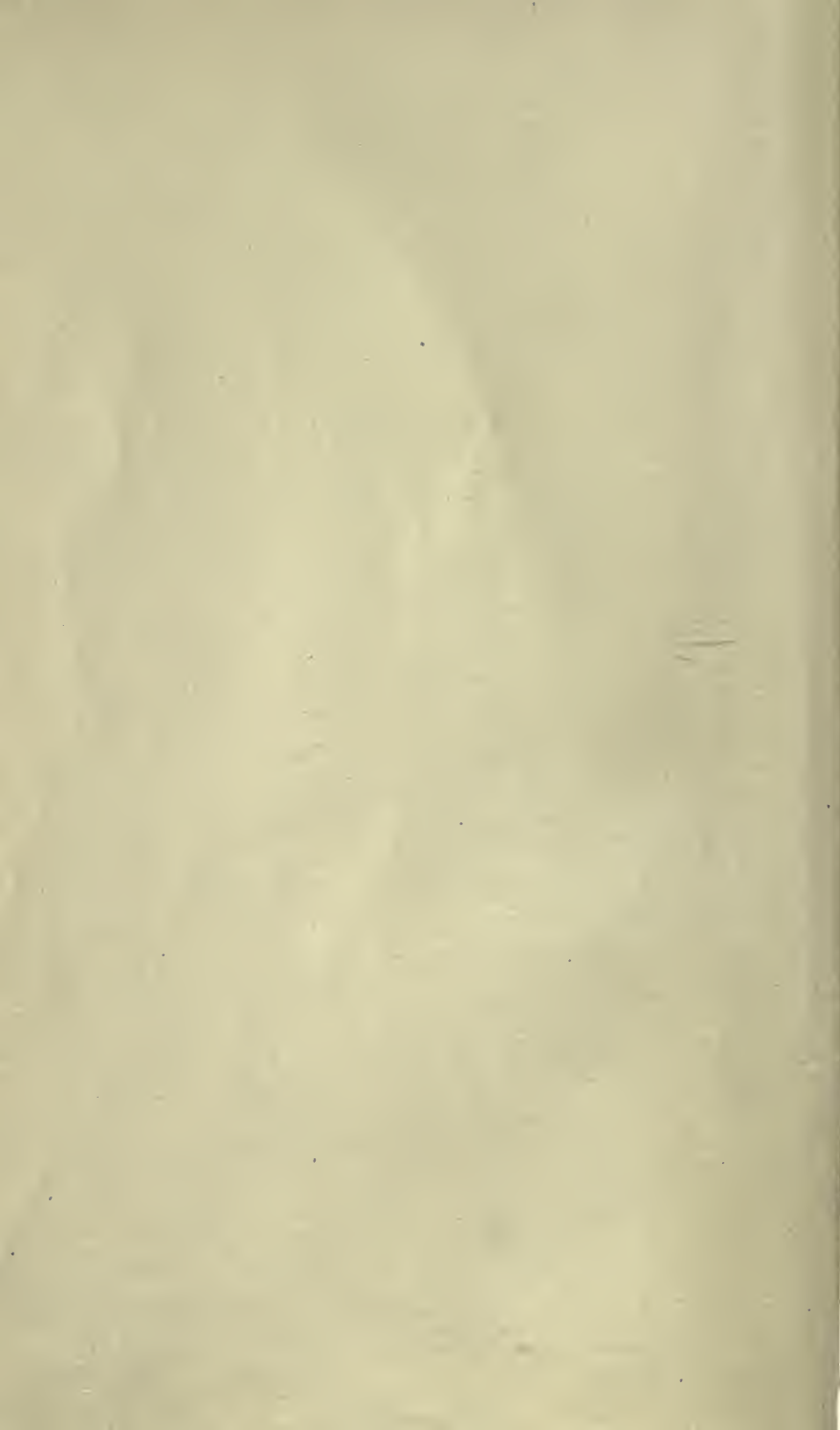
TO WHOM
DIRECTED

INTRODUCTION

I have read "Baseball Notes" by Elmer Berry and have found it to be the most thorough and specific book on the subject I have ever seen. His method of treating every phase of baseball is simple, direct and comprehensive. An especially valuable feature is the ease with which exact knowledge of a particular department may be obtained. For instance, in the chapter on "Battery Strategy" an inexperienced player would find a fund of practical knowledge which would teach him how to take advantage of his own strength and his opponent's weakness.

Many articles and books have been written on baseball theory and practice. Mr. Berry has gleaned the best from all of these and added many facts from his own intimate knowledge of the game. I can heartily recommend this work as a most reliable and usable reference book for all who are interested in coaching or playing our national game.

(Signed) RAY L. FISHER,
Pitcher, New York Americans.



PREFACE

The material here presented is designed as an aid to young coaches, players, and students of the game of baseball generally. The idea of arranging it in note form grew out of lectures on baseball theory given to the students in the physical department of the International Y. M. C. A. College at Springfield, Mass. These notes are there elaborated by discussions. It has been thought, however, that the fundamental material could be presented in this note form without discussion in a more concise, practical and useful form than in any other manner. Spaces are left and blank pages inserted so that students of the game may have ample opportunity to add notes, comments, criticisms and experiences as they acquire them. It is hoped that the book may thus become for each man a useful repository for his baseball knowledge and experience, and a constant help in his coaching.

The difficulty of finding readily available such material as is here presented, in spite of the great mass of general knowledge regarding our national game, was a strong incentive to this publication. Material has been drawn from all sources. An attempt has been made to judiciously include only that which the experience of the writer has found valuable.

I am especially indebted for much of the most valuable material to Mr. Hugh S. Fullerton and his articles in the *American Magazine*, and to the *American Magazine* for permission to reproduce illustrations used in Mr. Fullerton's articles on "The Inside Game," May, 1910, and "Hitting the Dirt," May, 1911. Valuable suggestions have been taken also from "Baseball," by Clarke and Dawson, published by Charles Scribner's Sons; from "How to Play Baseball," by John J. McGraw, published by Harper & Brothers, and from "The Technique of Baseball," by R. D. Purinton, prepared as a thesis at the Y. M. C. A. College and published in the *American Physical Education Review*, 1907 and 1908. Special acknowledgment is also due my associate in baseball coaching at the Y. M. C. A. College, Prof. A. G. Johnson, for carefully reading and criticising the text and making many helpful suggestions. Similar acknowledgment is due Ray L. Fisher and H. L. Kingman of the New York Americans, Leslie Mann, formerly of the Boston Nationals, now of the Chicago Nationals, and to the members of the 1915 Y. M. C. A. College baseball team, particularly Captain W. H. Fountain and Captain-elect J. P. Whalen.

ELMER BERRY.

Springfield, Mass., January, 1916.

CONTENTS

| | PAGE |
|-------------------------------------|--------------|
| | CHAPTER I |
| Batting | 2 |
| | CHAPTER II |
| Bunting | 6 |
| | CHAPTER III |
| Base Running and Stealing | 8 |
| | CHAPTER IV |
| Position Play | 22 |
| | CHAPTER V |
| Offensive Team Play | 34 |
| | CHAPTER VI |
| Defensive Team Play | 40 |
| | CHAPTER VII |
| Battery Strategy | 56 |
| | CHAPTER VIII |
| Training a College Team | 64 |
| | CHAPTER IX |
| Organized Baseball | 78 |
| Index | 96 |

ILLUSTRATIONS

| | PAGE |
|---|----------------------------|
| Stealing Second—Ball vs. Runner | Fig. 1 11 |
| “Hitting the Dirt”—Base Sliding | Fig. 2 15 |
| Delayed Steals: | |
| First to Second | Fig. 3 19 |
| Drawing Throw to First | Fig. 4 19 |
| Second to Third | Fig. 5 21 |
| Third to Home | Fig. 6 21 |
| Hit and Run | Fig. 7 39 |
| Grooves for Safe Hits | { Fig. 8 41 Fig. 9 43 |
| Safe Hit Territory | { Fig. 10 45 Fig. 11 47 |
| Territory Covered by Fielders | { Fig. 12 49 Fig. 13 51 |
| Distance Covered | Fig. 14 53 |
| Positions of Infielders | Fig. 15 55 |
| Base Runners Tie Up Basemen | Fig. 16 57 |
| Trapping Runner | { Fig. 17 59 Fig. 18 61 |
| Bunting Defense | Fig. 19 63 |

BASEBALL NOTES

I. BATTING

Importance

Greatly underestimated; boys throw and field but do little batting, only the bully bats; school and college teams think of practice as fielding practice; not time enough for batting—too slow. An ordinary afternoon's practice gives five times to hit; how much training in five catches?

Center of the whole offense—can't win by keeping the opponents from scoring.

Batting form reveals weakness.

Depends Upon

Natural ability, heredity, training, vision.

"Batting eye."

Fundamental Batting Position

Distance from plate.

Varies with bat, length of arms, natural ability.

Keep moving—outguess pitcher—step into it.

Green man should stand close and get confidence.

Practice on evading ball by body bending.

Position of body.

Alert, easy, feet together, weight on rear leg, head forward, face pitcher.

Hands on bat.

Largely individual—Keeler.

Short bat rather than long—especially for placing.

Hands about two inches apart—prevents "dipping" and swinging under ball.

Step

Length—should be short; if too long disturbs line of vision, jars body, causes one to swing under the ball, makes quick start and place hitting impossible.

Direction—straight ahead or if place hitting step in direction ball is to go.

Do not pull away. Correct this by stepping on something or by batting "flat-footed" for a time and by getting confidence in body bending.

Time—step just after delivery of the ball and complete step just before meeting the ball.

Swing

Kind—short, sharp, snappy, wrist and arm work predominating; don't slug, stiffen rear leg for power. Move bat in plane of the ball, don't "chop."

Eye

Watch the ball carefully from beginning of "wind-up" until bat meets ball.

Many poor batters simply due to failure to follow the ball.

Place Hitting

Importance—increased by development of "inside ball."

Time the swing; "choke" up on the bat, push the ball into the hole; choose waist high or low balls; face and step for position.

In the hole, change position, choke up, cut out swing.

Faults

Step too long; also too soon.

Swing too hard.

Pulling away from plate; tipping back.

Watching pitcher carelessly—keep eye on ball throughout wind-up and course.

Lack of confidence—don't start green men against fast pitchers.

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II. BUNTING

Importance

More important for college teams even than leaguers.
More difficult for college teams to prevent.
Easier than hitting.

Types of Bunters—three distinct classes

Bunt for hits; speedy men who bunt and start well.
Sacrifice only; lay bunt down but can't beat it out.
Can't bunt at all; some men apparently can't be trained to bunt.

↳ *Bunting Position*

Feet—short step from regular batting position, straight ahead and keep on toes.

Body—brought forward naturally; don't lose balance.

Shoulders—horizontal plane for high and low balls.

Head—slightly forward, eye on the ball.

Hands—right hand slides out on bat to the balance (right-hand batter); keep fingers *behind* the bat.

Left hand remains in usual place grasping bat loosely.

Hands out together not so good.

Act as if catching the ball with the right hand.

Arms—easy, half flexed, not too close, not too far away.

Elbows—free from body.

Bat—horizontal, well in front of body above forward foot.

Swing—*don't swing*, push bat against ball.

Sharp extension of right forearm.

Turn bat down.

Do not pull back.

Start—lay bunt down *first*.

Always practice the start with bunting.

Left-handers best.

Dig.

↳ *Faults*

Step too long.

Pulling back; results in turning bat upward, producing pop flies.

Bat not horizontal.

Bat held too firmly; should give a punk sound.

Hand slid out too far resulting in bruised fingers.

Extension of knees instead of forearm.

Starting before ball is set down.

- Failure to disguise intention to bunt.

- Failure to select good balls; difficult to bunt high, wide or low inside balls.

III. BASE RUNNING AND STEALING

Distance From First to Second

"Dead center" of the game—the critical distance.

"Greatest problem in modern baseball."

Stealing—"Most spectacular play in baseball."—Fullerton.

"Most closely calculated play in baseball, revealing mathematical exactitude of the national game."

Player running eighty-five feet in three and one-third seconds from standing start should reach second exactly tied with the ball nine times out of ten—slightest inaccuracy or hesitation decides the play.

Extent Stealing is Practiced

Pioneers—stealing the regular thing.

Slogan—run and keep running. Enough throwing by opponents sure to lose the game.

Great stealers—Kelly and Billy Hamilton stole over 100 bases for two successive seasons. Cobb - 96 in 2 seasons

Today—pennant winning teams do it; managers urge it, train for it, talk it, but *play hit and run and sacrifice instead.*

Sacrifice hits average one-third more per season than stolen bases.

- Hit and run used 60 per cent oftener than base stealing.

Base stealing succeeds 63 per cent of times tried. Best men 67½ per cent.

Hit and run succeeds in only 66 per cent of attempts.

Hit and run results in doubles in 7 per cent of attempts.

Yet managers order steals only when pitcher is weak at holding up runner.

Five-year record in major leagues shows that:

89,156 men faced the pitchers.

27,058 reached first: 19,154 on hits, 1303 on errors, 645 hit by pitcher, 5956 on walks.

17,138 reached second; 12,822, third; 8272 scored.

55,988 opportunities to steal and 2744 improved.

2744 bases stolen: 1951 second base, 774 third, 19 home.

→ *One runner in twenty steals.*

Reason:

Mastery of pitchers and catchers over runners? Probably not.

Hit and run sacrifice thought to be safer.

Tendency to stereotyped playing.

Increased watchfulness of pitchers.

Signals and pitching out.

Balk motions perfected.

Increase in left-handed pitchers.

Easier to steal today than ever.

Proof—figures and Eddie Collins (Fullerton). Base stealing revival began 1908—Cobb, Collins, Evers, Huggins.

Collins in 1910 won championship for Athletics and World's Championship.

Won seventeen games alone for Athletics.

Credit given for forty-one games. Specifically stated for twenty-seven games (Philadelphia paper).

Possibility of Base Stealing—Experiments by Fullerton

First to second.

Catchers—Kling and Archer of Chicago Cubs, Sullivan of White Sox, Street of Washington.

Pitchers—Doc White, Ed Walsh, Mordecai Brown, King Cole, Walter Johnson and Gray.

Runners—Cobb, Rollie Zeider.

Time of ball—from hunch of shoulder till runner is tagged.

Fast straight balls—average for 320 performances— $2^{245}/_{320}$ seconds.

Fast curve balls—average for 124 performances— $3^{3/4}$ seconds.

Slow balls, spit balls—average for 61 performances— $3^{19}/_{61}$ seconds.

Best time— $2^{1/8}$ seconds. Longest time—4 to $4^{1/2}$ seconds.

General experiments, 120 mixed pitches.

Pitcher's wind-up— $3/8$ second.

Ball, pitcher to catcher— $5/8$ second.

Catch, recover and throw— $1^{1/8}$ seconds.

Catcher to baseman— $7/8$ second.

Catch and touch at second— $3/8$ second. Total average— $3^{3/8}$ seconds.

Time of runner.

Five feet off first to second, standing up— $3^{7/8}$ seconds.

Cobb's best time, 3 seconds, Zeider's, $3^{3/8}$ seconds.

Average time of 60 trials—Cobb, Zeider, Evers and Campbell— $3^{5/8}$ seconds.

Plotting of 10 trials by Cobb. (Fig. 1.)

Ball won by narrow margins—Cobb by big margins.

Qualifications for Base Running

Light, agile, fleet; very important but not sufficient.

Courage, daring and skill also necessary.

Must be combined with keen perception and sound judgment.

Ability to *outguess* pitcher and get a start.

Mental characteristics of the first importance.

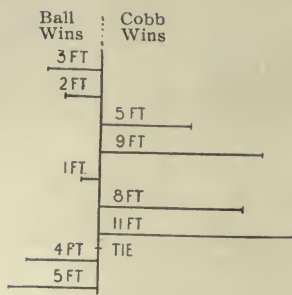


FIG. 1. STEALING SECOND

Out of ten trials, Cobb stole safely four times. Notice that when the ball beat Cobb it did so by only a narrow margin, but when Cobb won, he beat it by a big margin.

Am. Mag., May, 1911, p. 12.

Signal for Stealing

Should be only a suggestion; suicide to steal unless man gets his lead; runner decides.

Permission should come from coach; few players can be left to steal on their own initiative.

Home to First

Winning of bag all important—"dig." Don't look for the ball.

✓ Run out every hit; loafer loses advantage and close decisions.

✓ Advantage to left-handers.—Fullerton.

Ninety-nine men out of one hundred are naturally right-hand batters, but nearly half major leaguers bat left-handed.

Stands 2 feet 6 inches nearer first; farther with bunts.

Swings into perfect starting position.

Gains nearly 4 feet and $\frac{1}{4}$ second in time over right-hander.

Cut in toward the grass a little; not if turn is to be taken.

✓ Cross bag with less danger of collision.

Do not interfere with throw of fielder or catch of baseman—"muckerish."

Overrunning first.

Turn to left and return *immediately*. Rule 56, Sec. 18.

✓ Runner starting to second forfeits right to return safely to first. Must return *at once*.

✓ Watch for ball and chance to go on to second.

✓ Coacher should assist by advice.

✓ Touch base on inside on long hits.

✓ Sliding to first. (Much debated, not settled.)

Better to run it out with regular stride; don't leap.

Sliding slackens pace, slows the step, loses time.

Umpires are prejudiced against sliders.

✓ Almost always give close decision against slider.

First to Second

Natural base to steal because it makes scoring possible. Harder than third because of shorter lead.

✓ Time to steal—much debated (see above).

Fast man on first, close score, one out—possibly.

Fast man on first, two out, strong hitter up—steal; if out, good man to lead off.

✓ Take chance when your team is leading; hit when far behind.

Take chance with close score and light hitting?

● Questionable whether sacrifice is not better in this case.

In college ball everything depends on opposing battery.

✓ Lead off first.

Not too great, varies with pitchers, watch left-handers.

Start is more important than actual distance.

Disguise intention of stealing, pitcher may become careless and give lead.

Keep set and evenly balanced ready to start either way.

Getting back—anticipate snap from pitcher or catcher.

Sliding—head first, present only one arm for tagging.

Sliding—feet first, twist body away, keep back of base line and wide of baseman.

Coacher should assist by standing in toward batter and warn runner when ball is coming first.

Batter should assist by swinging; not always necessary.

Start.

Most important part except sliding.

Outguess pitcher—more bases stolen on pitchers than on catchers; lead off on every ball.

Signs for outguessing pitcher.

Study his motion, discover his preliminary movement.

Slight hunching of pitcher's shoulders, backward and upward. Look out for balk motion.

Twist of head.

Raising heel.

Must learn to "feel" what pitcher will do.

Sprint.

Speed very valuable but not most important.

Kelly comparatively slow runner—many others.

"Dig"; don't look for ball, watch the baseman.

Judge by baseman when and how to slide.

Slide.

Head first—dive hands extended; body away from bag.

Used when baseman is behind bag.

Formerly more used than now.

Advantage.

Longer reach.

Quicker arrival.

Less danger of losing bag.

Smaller area to be touched.

Disadvantage.

Less terrifying to baseman; easy to block.

Dangerous to runner from impact and spiking of hand.

Feet first.

Variouly known as hook, twist, fall away and Chicago slide. (Fig. 2.)

Used when baseman is in front of bag.

Generally used now for all sliding.

Method.

Take off from natural foot preferably one that is to tag the bag.



FIG. 2. "HITTING THE DIRT"

Ty Cobb safe at third. Frank Baker (Athletics) trying to put him out.

Am. Mag., May, 1911, p. 3.

Raise opposite leg and foot clear of ground.

Keep it clear and in front of body.

Some slide with this leg curled under body.

(See ill. p. 131, "Baseball," by Clarke & Dawson.)

Land on side and hip and keep well over on back.

Throw the body to the side well out of base line.

Advantage.

Safer to runner and properly executed to baseman.

More terrifying to baseman than head first.

Teaching the slide.

Have plenty of padding.

Select soft ground.

Allow no spikes to be used at first.

Many accidents come from spikes catching.

Take one step and leap until form is learned.

Don't slow up before the leap.

Many twisted knees and turned ankles come from slowing up and squatting down to ease the jar.

Cutting way to bag.

A leap through air high to bag, both feet together and straight ahead.

A practice to be condemned by all coaches as "muckerish."

Second to Third

Relative ease as compared with first to second.

Bigger lead—runner can go thirty-two feet toward third and return safely if there is no hesitation. Even more if he slides well.

More than twice the lead from first.

Flying start by moving up with pitcher's arm.

Experiments by Fullerton:

Runner can beat perfect throws by five feet six inches.

Concludes that it is much easier to steal third than second.

Left-handed pitchers easier to steal third on.

Objection to stealing third.

Generally considered foolish and little attempted.

Runner on second is at "scoring distance."

Practically as valuable as on third.

Scoring chance is 80 per cent as good as from third.

Risk not justified by additional value.

Advantage of stealing third.

Runner can score on

Any short hit; on sacrifice fly; any ball hit to infield, generally; squeeze play; any error.

Time to steal third.

When opposing pitcher is poor at holding up or is weak; catcher throws poorly to third.

Runner very fast and good slider.

Close game, one out and pitcher unhittable: squeeze, i.e., where one run will win or tie game.

Lead off second.

Should not be too great. Lead off on pitcher's delivery.

Return to second only when pitcher turns, not when baseman comes in.

Play near enough to return safely on pitcher's turn.

Otherwise runner is caught going wrong way when ball is pitched and lead is actually shorter.

Third to Home

Great rarity—twenty times in two major league seasons.

Played by a big lead off third, racing in as pitcher delivers.

Successful only when

Pitcher and catcher are careless.

Pitch is high or wide.

Batter helps out by swinging and being generally in way.

Requires

Big lead, careful timing, great speed, fine slide, nerve, judgment and "*some luck.*"

Double Steals

Runners on first and third.

Go down from first, draw throw to second when runner on third should score.

Look out for cutting off of throw.

Runner on third then draws throw home or to third.

If throw goes through to second:

Runner from first should slow up and force baseman to attempt to trap him.

Runner on third edges toward home, then breaks for plate as first baseman throws toward second.

Runners on first and second.

Draw throw to first and runner on second goes to third.

Difficult and not desirable play.

Runners on second and third.

Draw throw to second and runner on third goes home.

Possibly worth attempting when

One run will win and none down and poor batters are up.

Delayed Steals

First to second. (Figs. 3 and 4.)

Neglected for many years; revived by Chance, 1907.

Used by "Bill" Lange; originated by Harry Stovey.

Catch catcher and infielder unprepared and out of position; can't be worked successfully on alert team.

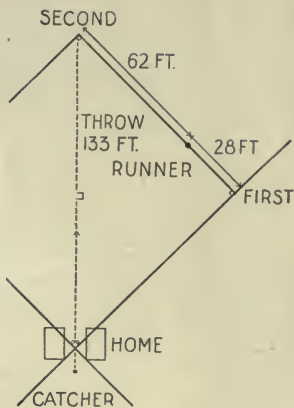


FIG. 3. THE DELAYED STEAL

The runner must cover 62 feet, while the catcher gets into throwing position and throws the ball 133 feet.

Am. Mag., May, 1911, p. 14.



FIG. 4. DRAWING THE THROW TO FIRST

Another variation of the delayed steal. The runner must cover 56 feet, while the ball travels 91 feet to first and is relayed 87 feet to second.

Am. Mag., May, 1911, p. 14.

Played.

Sprint at top speed 28-35 feet toward second.

Stop, hesitate, look as though blundered.

If throw goes to first, dig for second.

If catcher jockeys, edge back.

When catcher drops arm or throws to pitcher, dig for second.

Second to third. (Fig. 5.)

On pitch run 30 feet toward third, stop, start to return.

If catcher throws to second dig for third.

Used by Mike Kelly, Lange, Hamilton, Houck, Evers.

Run and slide 52 feet; ball goes 225 feet with one relay.

Safe whenever it can be pulled.

Watch for bluff by catcher.

Sharp throw to pitcher or shortstop.

Pitcher to second.

With lead of 30 feet or more dig for third.

Seldom good; usually a "bone."

Risk too great to justify attempt to work it.

Third baseman to second after bunt or hit ball.

As above, with big lead third may be secured.

Attempt not justified, however.

Third to home. (Fig. 6.)

Take big lead home at top speed.

Stop, start back, *quick*.

If catcher throws to third, turn, dig and slide for plate.

Should be attempted only on failure to squeeze.

Work of Coacher in Assisting Base Runners

Definite part of team work; may be great help.

Runner should rely absolutely on coacher and do as ordered.

But coacher is not responsible for runner's "bones."

Coacher should confine attention to runners.

Not there to rattle opposing pitcher.

Must always know where the ball is, what signal is on, how many are down, score and stage of game.

Should possess particularly good judgment.

Responsible for sending man in or holding him at third.

Decision determined by stage of game, ability of runner, distance of hit, throwing ability of fielder.

Signals for coacher on third should indicate whether runner is:

To go home, merely take a lead, slide, come in standing up.

Work out a regular code for this and *use* it.

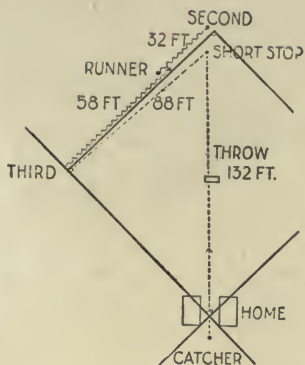


FIG. 5. STEALING THIRD BY DRAWING
THROW TO SECOND

The runner must cover 58 feet while the ball is thrown 132 feet and relayed 88 feet to third.

Am. Mag., May, 1911, p. 15.



FIG. 6. DRAWING THROW TO THIRD
AND SCORING

The runner must cover 62 feet while the ball travels twice 92 feet, to third and home.

Am. Mag., May, 1911, p. 16.

IV. POSITION PLAY

Catcher

Type of man.

Grit and nerve absolutely necessary.

Size and weight desirable.

Speed less necessary than other places.

Good throwing arm essential.

Generalship and baseball knowledge very desirable.

Best position to lead a team from.

Should always be encouraging and helping team.

A "grouch" makes a poor catcher.

Ability to size up opposing batters.

Ability to guess opposing team's style of attack.

Suggestions.

Play well up close under the bat.

Safer and helps the pitcher.

Get the ball away quickly—acquire a snap throw, from ear.

Get feet in position to throw as ball is received.

Always practice this.

Return ball to pitcher sharply. Do not hurry pitcher.

Don't make pitcher stoop.

"Shape the ball"—pull hands toward the perfect strike spot, i.e., do not give or pull away from plate.

Many close decisions on corners are lost in this way.

Helps also in throw.

"Center the ball," i.e., get body in front of it.

Make a mark with glove for pitcher to throw at.

Practice throwing to bases with batter in box while wearing mask and protector.

Throw muffed balls to first on the outside.

Keep thumb of right hand close to hand.

Don't extend fingers toward ball if possible to prevent it.

Cover your signals from all opponents.

Learn to "flash" them.

Don't blink your eyes when the bat swings.

Peg at the bag and one foot above it.

Start sharply for all foul flies.

Constant practice required to become good on foul flies.

Pitcher

Type of man.

Big and rangy with lots of strength and endurance.

Small men greatly handicapped.

Mental qualifications extremely important.

Grit, fight, confidence, determination and courage.

Delivery.

Roughly three types—overhand, side-arm, underhand.

Value as arranged.

- Cultivate one style and stick to it.
- Learn to throw several balls from this delivery.
- Get a long, free, easy motion.
- Get the body and weight into motion—back into it.
- Pivot enough to hide the ball from the batter.

Study the footwork.

- Be on your balance when you deliver ready to field.
- Cover the ball with glove while preparing to pitch.
- Control and change of pace more important than curves.
- Control means more than simply putting the ball across.
- Develop a good delivery for use with men on bases.
- Practice it as much as the other.
- “Wind-up” must be eliminated with runners on base.
- Not necessarily with runner on third or bases full, two down.

Curves.

- Art of throwing curves cannot be described in note form.
- For best published descriptions see:
 - John J. McGraw, “How to Play Baseball,” Harper & Brothers, New York, pp. 39-62.
 - Clarke & Dawson, “Baseball,” Charles Scribner’s Sons, New York, pp. 20-39.

Fielding.

- Very important in preventing successful bunts.
- Work with first and third basemen.
- Keep on balance and follow the pitch through.
- Throw underhanded, like other infielders.
- Learn to cover first on balls hit between first and second.
- Gives your first baseman confidence to go after anything.
- Back up first on all infield hits.
- Back up throws to the bases.
- Particularly to third and home.
- Leave fly balls to other infielders unless directly to you.

Infield

General.

- Handling of ground balls.
 - Starting position just as important as in sprinting.
 - Feet not too wide apart or too close.
 - Be natural and get position that suits you.
 - “Set” as pitcher swings, come up on toes with delivery.
 - Baseball a game of quick starts.
 - Alertness and mobility are above par.
- Place to handle ground balls.
 - At the top of the bound or at the pick-up if possible.
 - Not too far back; dropping ball hard to judge.
- Method.
 - Don’t get “set.”

- Come in on ball, well over it and scoop it up.
- Play the ball: don't let it play you.
- Use a giving motion; don't fight the ball; don't stab.
- Don't expect to stop the ball with your legs.

Bunted balls.

- Come in fast, slow up, handle with one hand.

Throwing.

- Use caution in the early season.
- Take plenty of time.
- Ball well thrown is faster than a poor ball quickly thrown.
- Get on your balance before throwing.
- Footwork is an important part of handling grounders.
- Cultivate a single, free motion.
- Learn the underhand throw to use when necessary.
- Better on low, skimming balls and slow grounders.
- Second baseman to first and all infielders to home.
- Watch the footwork.
- Get balance and throw before coming up.

Tagging.

- Tag man with same motion that you catch the ball.
- Tag low—be sure that you have the ball tight.
- Make runner slide into the ball.
- Never "dab" but once unless man is clearly off base.

Type of men for infielders.

- Ability to handle ground balls; good throwers; fast on their feet; quick thinkers; good batters.

First Base.

Type of man.

- Well to be tall and rangy, but must be supple.

Suggestions.

- Let the hands give in receiving the ball.
- Swing hands to throwing position.
- Prevents muffs and bruised hands.
- Practice one-handed catches so that you can make them when necessary.
- Never use one hand in a game when you can get two on the ball.
- Study the footwork so that you can shift for any ball.
- Locate the bag so that you can find it without looking.
- Shift—so as not to block runners—dangerous.
- Play the inside corner and reach out for all throws.
- Many close decisions are won in this way.
- Keep the foot on the bag and stretch for bad ones.
- Leave the bag in time, however, if you must.
- Take all balls on the fly if possible.
- Keep your legs together on bouncers.
- Be sure to keep foot on bag until *after* ball is caught.

Position.

Nobody on.

Sixteen feet toward second and twenty feet behind base line. Depends on covering ability.

Runner on first.

Stand inside diamond, heel of left foot on bag, right foot toward second. Give runner plenty of bag.

With pitcher's delivery run down base line a little.

Return quickly.

Watch for bunt; go in fast.

Runner on third.

Play in if only one or none down.

Runner on first and third.

Play back for double; much debated.

Second Base—keystone of infield.

Type of man.

Lot of nerve—brainy.

Speed not so essential.

Arm need not be so strong.

Should be a good batter.

Suggestions.

Learn to field balls on either side.

Get perfect control of the underhand throw.

Play as deep as possible.

Shift with ball pitched *after* pitcher's wind-up begins.

Cover bag on the run and slightly *behind* the line.

Force runner to slide in front of you.

Back up when shortstop takes throw.

Back up first when no one is on.

Cover first on bunts.

Practice cutting off throws to second.

Shortstop.

Type of man.

Brainy; good arm, fast on his feet.

Must be steady.

Gets more chances than second baseman, 8-5.

Suggestions.

Work very similar to that of second baseman.

Shortstop and second baseman must work together.

Know each other's peculiarities.

Play as deep as throwing ability will permit.

Depends partly upon speed of batter.

Look out for drag hits; come in fast.

Cover second on the run *behind* the bag and toward first.

Force the runner to slide in front of you.

Study the batters and know ball to be pitched.

It will help you to cover ground.

Play behind runner on second and keep him close.

Don't leave your position open in doing so.

Important, however, to hold runner on second close.

Back up wherever opportunity offers.

Third Base—hardest place on the team (?).

Type of man.

Nervy and brainy; good arm—speed and accuracy; fast.

Good judge of ground balls.

Has to handle them where they come.

Rangy men have an advantage.

Many small men play the position.

Suggestions.

Every chance is a hard one.

Either a fast drive or a slow bunt.

Throw underhanded on bunts—work fast.

Overhanded from behind the bag or base line.

Position ten feet toward second and inside the base line.

Look out for bunts by fast men.

Play about ten feet in for bunts and watch his bat.

Field all the bunts you can get.

Unless runners are on first and second or second.

Keep foul bunts out if possible.

Let them roll foul if they will.

Look out for sharp pokes when you go in for bunts.

Don't start in until you see the hand go down the bat.

Take everything to your left that you can reach.

Let the shortstop take all fly balls that he can reach.

Cover the bag on the inside and *behind* the line.

Right foot just outside bag, left foot behind line and toward second.

Force the runner to slide in front of you.

Keep the runner on third near the bag.

Keep up on your toes.

Outfield

Type of man.

Speed and sure fielding ability required.

Hitting ability absolutely essential.

Almost anyone can be trained to do the fielding.

Good throwing arm necessary.

Suggestions.

Catch fly balls above the waistline.—McGraw.

i.e., with little finger side of hands.

Do not run too far under the ball.

If time is too short to get under it, take it at waist line with a yielding motion, thumbs up.

Learn to judge flies.

Should be second nature—requires long, hard practice.

Judge by angle and speed.

Remember the wind.

Low line drives rise; don't start in too soon.

"High sky" makes a ball hard to judge.

Turn and run with hits over your head.

Bad form to back up—danger of losing your balance.

Don't overreach yourself on short flies.

Play them on first bound.

Return the ball to the diamond *at once*.

Catch the ball if possible in throwing position.

Figure out the play ahead.

No one on, always play to second.

Throw to the plate on the bound if at all deep.

Faster because the parabola of the ball takes time.

Can be cut off for other plays.

✓ Back up everywhere that you can.

Center fielder backs up second base on every throw.

Back up each other in the outfield.

A great part of the team play of baseball.

Practice relaying long hits to the plate.

Fielder with the best arm should make the last peg.

Be sure on ground balls.

Field is rougher than diamond, and passed ball means extra bases, therefore get body in front of ball and block it. Can't play the ball as infielders do.

Study the batters.

Late swingers and balls on the outside go to right field.

Fast swingers, slow and inside balls go to left field.

Hard swingers using a long bat drive them deep.

Right field hits are shorter than left.

Reverse the conditions for left-handed batters.

Amateur clubs generally shift little for pitcher's delivery.

If you do shift do it *after* pitcher begins to "wind up."

Get set on every pitched ball.

Hands on knees, feet not too far apart.

Come up on your toes.

V. OFFENSIVE TEAM PLAY

General Considerations

Extent employed—formerly very little among amateur teams.

“Inside ball” now the fashion.

Meaning of “inside ball.”

A great mass of correct, well thought out, intentionally executed baseball strategy.

Term variable—depends upon conditions.

“Bonehead” play executed intentionally under proper conditions may be brilliant inside ball.

System.

No one generally recognized system.

Stereotyped playing not desirable.

Brains and quick thinking the great thing of the game.

Value of the unexpected.

Often the best strategic thing and the best inside ball.

Signals.

Absolutely necessary for successful team work.

Coachers, batter and runners must know proposed play.

Best put on by someone directing general team work, as coach or captain.

Should be simple, quickly usable and complete.

Adaptability important.

Signal systems—innumerable.

Straight-away Hitting

Simple and no signal needed.

Pick the ball and hit at discretion.

Time to use:

With bases clear.

With runner in scoring position at second or third.

With very slow base runner.

With weak or nervous hitter?

Bunting game may be better here.

With weak or wild opposing pitcher.

Bunting—Sacrifice

Object—to advance base runner—must be kept in mind.

Played.

Batter selects ball; wait for a good one.

Base runner takes big lead with delivery.

Wait until sure that ball is set down.

On failure dig back to base.

Fake steal to draw balls often helpful.

Time to use.

Until two out or man in position to score.

Good second to third as well as first to second, especially in close game, none down.

Because runner on third may score on:

Long fly, any hit, error, passed ball, squeeze.

Until two strikes unless nervous batter.

Best time—when close game with strong opposing pitcher when few runs will win game.

Cautions.

Keep ball away from pitcher, make first or third handle it to reduce chance of doubling.

Set the ball down before starting.

Batter is to advance base runner; not expected to beat it.

Sacrifice and don't pop up or make fouls.

Remember that pitchers try to prevent bunting.

Look out for high, wide, fast ball.

Runner should be ready to dig back.

✓ *Bunt and Run*

Object.

To advance base runner two bags.

First to third; second to home with fast runner.

Prevent doubling by giving runner big lead.

Played.

Coach or batter selects definite ball; batter *must* connect.

Runner starts with pitcher's motion to deliver.

Time to use.

With a fast base runner.

When pitcher is in hole.

Reasonably sure of drawing a ball that can be bunted.

Pitcher has good control and puts them over.

Weak batter but good bunter, especially if fast man.

Until two out and two strikes on batter.

Away ahead or away behind—puts opponents in the air.

Comparison with other plays.

Hit and run—B. & R. presents less chance for fly ball.

Chance for batter to beat out bunt also fairly good.

Hitting with runner on second—with less than two down.

Chance worth taking in a close game.

Plain steal.

B. & R. better with nobody down.

Plain steal may be converted into B. & R. if strike.

Danger.

Lose two men.

Runner getting poor start.

Bonehead running by advance runner.

Pop fly.

Sharp bunt to pitcher.

Failure of batter to connect.

✓ *Squeeze*

Essentially—a bunt and run game with runner on third.

Played as for bunt and run.

Object.

To score one run.

Time to use.

In general same conditions as bunt and run.

When there is one man down.

Better to hit with none down unless

Squeeze play is obviously unexpected.

Pitcher is unhittable.

Batter is fast, good bunter and poor hitter.

Danger.

If batter fails to connect run is lost.

Caution.

Don't start in too soon.

Pitcher can make ball unhittable if runner is obviously going in.

Play should be carefully timed.

The runner is not *stealing* home.

Draw throw home to make runner at first safe.

✓ *Double Squeeze*

Same as above with runners on second and third.

Occasionally works with very fast runner on second.

Runner on second takes very big lead.

✓ *Hit and Run* (Fig. 7.)

Object

Advance base runner two bags or more.

Prevents doubling by giving runner start.

Gives hole for batter to hit through—second or short.

Played—as in bunt and run. Batter *must* connect.

Discover who intends to cover second on attempted steal.

Runner may assist by faking a steal.

Hit through the place left vacant.

In general hit *behind* the runner.

Time to use.

With a team of fast runners, nery and cool-headed.

When pitcher is in hole, has good control, or puts them over.

Be reasonably sure that ball can be hit.

Runner can assist in getting pitcher in hole.

Works well after one out.

Away ahead or away behind—run getter.

Works well or fails miserably.

With runner on first and third double steal started.

Second baseman and shortstop cover.

Opens gaps thirty-five feet wide both sides of pitcher.

Danger—Greater than bunting or bunt and run.

Doubles result from fly or sharp infield liner.

Triples occasionally result with two on.

✓ *Stealing*

See chapter on Base Running and Stealing.



FIG. 7. HIT AND RUN

Photograph showing hit and run play. The runner has been ordered to start for second base as soon as the pitcher begins his next swing. He is already a third of the distance toward second while the ball is little more than halfway to the catcher. The second baseman is rushing to cover second, where the catcher will throw the ball, providing the batter misses it.

Am. Mag., May, 1910, p. 11.

VI. DEFENSIVE TEAM PLAY

General Considerations—see Fullerton, "The Inside Game," *American Magazine*, May, 1910.

Extent employed—very little among amateur teams.

Major league teams use elaborate systems.

Geometry of baseball. (Figs. 8-16.)

Speed of hit balls on ground—average of 50 in three games was 100 feet in $1\frac{3}{20}$ seconds.

Distance of players from home.

First baseman—90 feet with runner on, 102 feet without.

Second baseman—128 feet.

Third baseman—96 feet.

Shortstop—130 feet, playing "middling deep."

Grooves for safe hits.

Five infield grooves where average grounder is safe.

First base line, $1\frac{1}{2}$ feet wide; widens in outfield.

Between first and second, $7\frac{1}{2}$ feet wide.

Over second, $7\frac{1}{2}$ wide.

Between shortstop and third, $8\frac{1}{2}$ feet wide—ball goes faster here.

Third base line, $1\frac{1}{2}$ feet wide.

Four outfield grooves.

Two bunt spots—where bunts roll safe.

Two drag hits.

Slow hit balls to second baseman or shortstop.

Diagrams—Above illustrated by diagrams from articles of Mr. Hugh S. Fullerton used by permission of the *American Magazine*.

Conclusion from geometry of baseball.

Twenty-six and one-half feet out of 180 feet unguarded, i.e., one ball in every $6\frac{4}{25}$ hit on ground should be safe.

Records show that in

College ball 1 in $8\frac{1}{3}$ is safe.

Central League 1 in $10\frac{7}{12}$ is safe.

Am. Ass'n 1 in $12\frac{2}{43}$ is safe.

Major leagues 1 in $15\frac{3}{10}$ is safe.

} reason for "class."

"Class" in baseball.

Due to "team work" rather than mechanical ability.

"Inside ball" is art of getting the hits that "he couldn't have got anyhow."

For description of a defensive team play read

"The Inside Game," Fullerton, *Am. Mag.*, May, 1910, p. 5, beginning, "Now, watch this play closely."

Depends *primarily upon pitcher*.

✓ Pitcher must possess ability to put ball where called for.

Team must know what is to be pitched.



FIG. 8. GROOVES

Diamond showing infield "grooves," home-run "grooves" and safety zones for bunts. Hard hit balls following the direction of these "grooves" ought to go safe. It should be borne in mind in studying the photograph that these "grooves" are continually being made narrower, and are often eliminated entirely by the team work of the defense, and that with a man like Wagner or Evers in the infield these "grooves" are reduced to scant width. The calculations are made on the basis of the velocity of balls traveling at the rate of one and a half seconds for one hundred feet and on the basis of the speed of players being six seconds for fifty yards. *This photograph merely accentuates where the "grooves" and safety zones are; the photograph and diagram on pages 45 and 47 show more clearly the territories in a baseball field where line hits go safe.*

Am. Mag., May, 1910, p. 4.

Communicated to whole team by signals.
Location of hits—depends upon kind of ball pitched.
Right field—high fast outside balls.
Left field—low over, low inside, and slow balls.
Reversed for left-handers.

Signals.

Requires a complete and complicated system.
Major league clubs have many systems.
Use hands, fingers, feet, eyes, etc.; p. 7, 8, above article.
Second baseman and shortstop need system also.
College teams should not attempt too complete and complicated system.
Need to know
Whether fast or slow ball is to be pitched.
Whether inside or outside plate.
Waste ball.
Special play signals.
Throw to first, to second, etc.
Second baseman and shortstop about covering second.
Generally shortstop covers for balls hit to right field.
Second baseman covers for balls hit to left field.
Shift only after pitcher begins delivery.
Start is the important thing; in motion go twelve feet while getting started.
Look out for batters who can hit "anything anywhere."
Further defensive considerations.
Baseman deep—every foot back covers a foot wider.
Strength of arm great help for this reason.
Playing in greatly increases chance of safe hits.
See diagram, Clarke and Dawson, p. 204.
Base runners tie up baseman and increase chance of hits.
(Fig. 16, page 57.)

Defense for Special Plays

Plain steal.

First to second.

Keep man close; don't allow lead; more bases stolen on pitcher than on catcher.

Throw to first on signal from catcher.

Make every throw to first dangerous to runner.

Don't take chances by throwing unnecessarily to first.

Pitch from shoulder—"no wind-up"; get the ball away.

Practice this style of delivery in early training.

Use speed ball rather than curves.

Cultivate a "balk motion."

i.e., throw to first or plate with the same motion.

Waste ball.

Wide, fast ball if think steal is to be attempted.

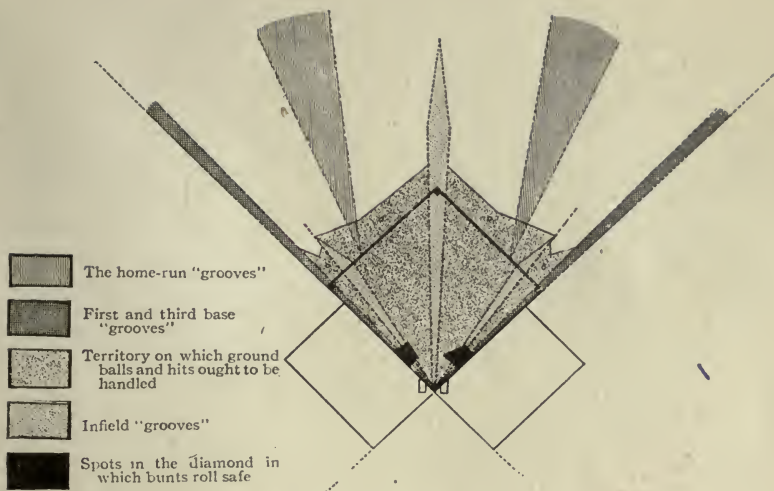


Diagram of the diamond, photograph of which is shown on page 41.

FIG. 9.

Am. Mag., May, 1910, p. 5.

Don't get pitcher in hole by wasting balls unnecessarily.
• Better to put strike over unless runner is very fast or unless hit and run is expected.

Know who is to cover second.

Generally depends on kind of batter.

Cross runner on it if possible.

Shortstop can often cover better than second baseman.

Catcher's throw.

Get feet in throwing position as ball is received.

Use snap throw; get ball away fast and on a line.

Should arrive at second one foot above bag and one foot toward first.

Second to third.

Pitcher works in general as with runner on first.

Basemen alternate in scaring runner back.

Trap runner when lead is too great.

Signal needed—various methods used.

Catcher gives preliminary signal, baseman (as agreed upon) starts to cover second.

Catcher gives final signal, pitcher turns and throws.

Ball and baseman should meet at the base.

Third to home.

Pitcher works as above.

Third baseman should hold runner reasonably close.

Deliver ball above or behind batter (if right-handed).

General alertness about all the defense needed.

Trapping runner between bases.

General.

Drive runner back toward bag he came from.

Don't hit the runner.

Sprint after runner—make him run.

Throw early; fake throws.

Tag the runner as quickly as possible (except pitchers).

Movement of basemen.

Best method. (Fig. 17, page 59.)

After throwing ball pass to *the right beyond* the runner.

Use three basemen passing thus in a circle.

Keep this circle near the back bag.

Have a fourth man cover the advance bag.

Third man always goes in at bag where play starts.
i.e., where the first man begins chasing the runner.

Another method much used. (Fig. 18, page 61.)

Pass in small circles at each end.

Two men required at each end.

After throwing ball turn to left and run behind.

Never run backward.

Double steal—with runners on first and third.

Good teams do not allow runner to go down unhindered.



FIG. 10. SAFE HIT TERRITORY

Black portions in the above baseball field indicate territory where line hits ought to go safe. Calculations are made on the basis of the velocity of the ball being one and a half seconds per hundred feet and on the speed of the players being six seconds for every fifty yards. Dotted white line indicates boundary of neutral territory in the infield.

Am. Mag., May, 1910, p. 6.

Try for runner from first.

Catcher pegs directly to second. Shortstop covers second.

Second baseman cuts off throw if runner on third starts.

May be varied by signal, shortstop cutting off throw.

Quick return of ball home or to third if runner on third starts home or leads off too far, before or after tagging runner from first.

Caution—don't let runner from third score.

Get runner at third rather than runner from first.

Fast work may get both.

Trap runner from third.

Quick return to pitcher and sharp relay to third.

Third baseman must be alert to cover.

Catcher pegs to second baseman, who comes in sharp.

Sharp relay to third *without hesitation*.

Catcher pegs to shortstop behind pitcher but nearer third.

Shorter distance than above.

Looks like throw to second, may fool runner from third into too big a lead.

Double steal—with runners on second and third.

Where runner from second takes too big a lead.

Pitcher turns and runs down runner from second.

Watch runner from third; trap him when possible.

Quick throw from pitcher to second baseman or shortstop.

Watch runner from third as above.

Straight-away hitting.

Chief defense is the battery (see battery strategy).

Size up the batter.

Team should know kind of ball to be pitched.

(See above—location of hits.)

Outfield.

Play deep for speed; closer for slow and curve balls.

Right fielder close for right-handed batter.

Left fielder close for left-handed batter.

Shift toward first base foul line for left-handed batters. Reverse for right-handed batters.

Infield.

Play as deep as throwing ability will permit.

Third baseman must be alert, however, for bunts.

Shift somewhat as outfield does.

Pay particular attention to kind of ball to be pitched.

Bunting.

With nobody on.

Chief responsibility for defense rests with pitcher.

Should always be alert to field his position.

Third baseman comes in fast on least sign of bunting.

Look out for batters known to be speedy and left-handers.

Others not likely to try it.

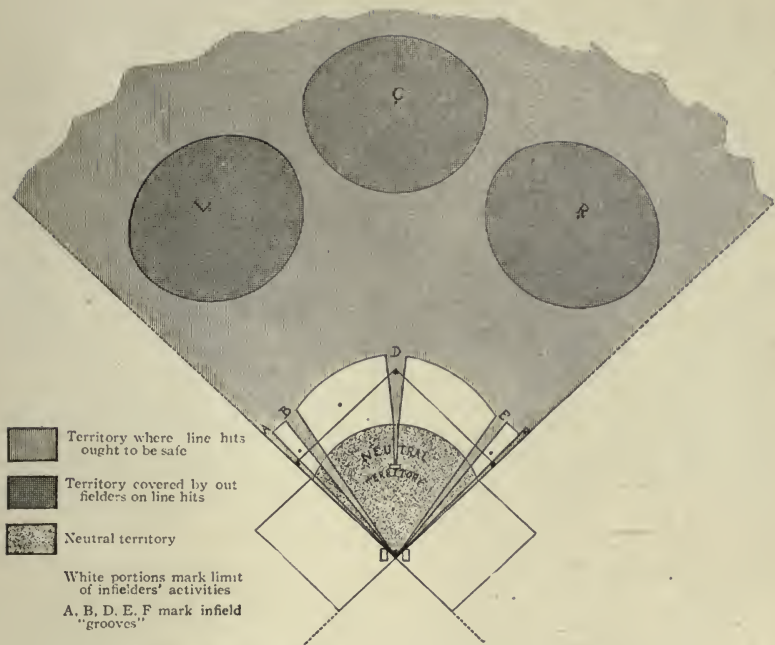


Diagram of the diamond, photograph of which appears on page 45.

FIG. 11

Am. Mag., May, 1910, p. 7.

With runner on first—the regular thing. (Fig. 19, page 63.)

Pitcher keeps the strike where it will be hard to bunt.

Pitcher comes in fast after delivery.

First baseman plays bag and comes in fast.

Backs up first if he doesn't field bunt.

Third baseman plays in and comes in *fast*.

Returns promptly to third if does not field bunt.

Pitcher covers third if third baseman fields bunt.

Second baseman covers first.

Pitcher, however, covers first on all hit balls and drag hits that first baseman goes after.

Shortstop covers second.

Watch for chance to get runner at second.

Bunts that are fast or directly to pitcher go to second.

Catcher should decide and call doubtful plays.

Trap runner on first.

Catcher signals for a waste ball.

Fielders come in as for an expected bunt.

Second baseman covers first and catcher snaps ball to him without delay.

Some teams leave all bunts to pitcher and third baseman. Simpler but less sure.

Works well if pitcher is strong on handling bunts.

With runner on first and second.

Third baseman plays bag; try for force-out at third.

Catcher calls play to first if play at third is impossible.

With runner on second only.

Third baseman plays in and starts in, but

Return sharp to third if pitcher can field bunt.

Play at third is difficult unless

Bunt is fast or runner is held close at second.

Catcher calls play to third if it is possible.

Look out for fake bunt attempting to draw third baseman in to steal third.

Bunt and run.

Defense in general same as for bunting.

If guessed keep ball where it can't be bunted.

Watch for chance to catch advance runner off bag.

Often overruns—quick relay may catch him.

Squeeze.

"Bean the batter," i.e., fast ball just *above* batter's head.

Keep ball away from batter.

Use a slow "wind-up"; runner often starts too soon and gives play away.

Practically only defense is the pitcher.

Play to first unless bunt is fast or popped up.

Hit and run.

Outcurve the batter—drop ball, for instance.



FIG. 12. FIELDERS' TERRITORY

Diamond showing territory covered by infielders on grounders and low balls—calculations the same as in the photographs of diamonds on pages 41 and 45, viz., velocity of balls, one and a half seconds per hundred feet, players moving fifty yards in six seconds—and territory covered by outfielders—calculations on the basis of fly balls remaining in the air three seconds, each fielder covering fifty yards in six seconds, allowance made for starting.

Am. Mag., May, 1910, p. 8.

Make batter hit fly ball.
Make batter hit into a double.
Disguise who is to cover second.

General Defense

With nobody on.

Play according to ball to be pitched.

Play according to known peculiarities of batter.

General strength indicated by position in the batting order.

Regular position—depends on ground-covering ability.

First baseman—16 feet toward second, 20 feet back.

Second baseman—20 feet toward first, 20 feet behind line.

Shortstop—20 feet toward third, deep as arm permits.

Third baseman—10 feet toward second and inside line.

Outfield—shift toward left field for right-handers.

Shift a little toward right field for left-handers.

Play deep or close according to fielding ability.

With runners on.

Determine if possible offense's plan of attack.

Frequent throws to keep the runner close.

Defense game depends on nature and stage of game.

See Clarke & Dawson, pp. 146-178.

Runner on first.

Look out for bunt, steal, hit and run.

Less than two down, less than two strikes on batter, play for bunt.

Two down play for batter.

Runners on first and second.

Play back for double or if two out for batter.

Third baseman plays bag for possible bunt.

Runner on second only.

Second baseman and shortstop keep runner near bag.

Third baseman plays back and covers bag on bunt.

If bunt is expected;

Drive runner back to second.

Pitch good ball to bunt and try for runner at third.

Bases full.

Team in field three runs ahead, none out or two out.

Infield plays back for double throughout game.

Two runs ahead, none or one out.

Play for doubles.

First baseman—off base and a little back.

Double to home and first.

Third baseman—on base line.

Double to home and first.

Second baseman and shortstop—play back.

Double to second and first.

Two runs ahead, two out.

Play back, retire runner at easiest base.

One run ahead, none out.

For first five innings play for doubles as above.

After fifth inning play in to retire runner at home.

With one out, play as above for seven innings.

Score even, none or one out.

For first five innings play for doubles as above.

First baseman on the line, however.

After fifth inning play in to retire runner at home.

With slow running batsman and one out may stay back longer.

One run behind, one or none out.

For first five innings play for doubles as above.

First and third basemen on the line.

Second baseman and shortstop not so far back.

After fifth inning play in to retire runner at home.

Runner on first and third.

Three runs ahead.

First baseman plays bag to hold runner close.

Rest of infield plays for double at second and first.

Two runs ahead.

Same except third baseman on the line.

None out—retire runner at home.

One out—double at second and first.

Two out—make easiest play at second or first.

One run ahead, none out.

First five innings, position as for doubles, bases full.

First baseman plays bag, however.

Retire runner from third, if possible.

Only pitcher, first and third baseman attempt this.

Try for double at second and first otherwise.

After fifth inning play in a little for runner at home.

Protect against a stolen base.

One run ahead, one out.

First seven innings, shortstop and second baseman play back.

After seventh inning play in to retire runner at home.

Some stay back throughout game.

Score even, none out.

First five innings.

First baseman on bag.

Third baseman on base line.

Second baseman and shortstop just back of line.

After fifth inning move in.

With one out play back until seventh inning.

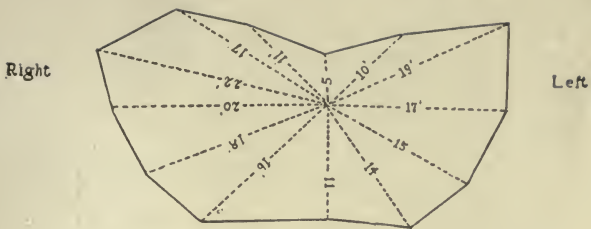


FIG. 14. DISTANCE COVERED

Diagram of the relative distances an infielder covers in fielding balls of equal speed—calculated on the basis of twenty feet to the right.

Am. Mag., May, 1910, p. 11.

- One run behind.
 - Play as for even score.
 - But get runner at home if possible.
- Runners on second and third.
 - Three runs ahead.
 - Infield plays back.
 - Pitcher or third baseman may retire runner at home.
- Two runs ahead.
 - First baseman off half the usual distance.
 - Third baseman on the base line.
 - Second baseman and shortstop play back.
 - Last inning; with one or two out, all play back.
- One run ahead, one or more out.
 - First four innings.
 - First and third as above.
 - Second and shortstop halfway back.
 - After fourth inning all play in.
- Even or one run behind.
 - Same as above for one run ahead.
- Runner on third only.
 - Two or more runs ahead.
 - Infield plays back—play to first unless play to home is easy.
- One run ahead, even or behind, one or none out.
 - Infield plays in to retire runner at home.
- With tying or winning run on third.
 - Infield plays in to retire runner at home—general rule.

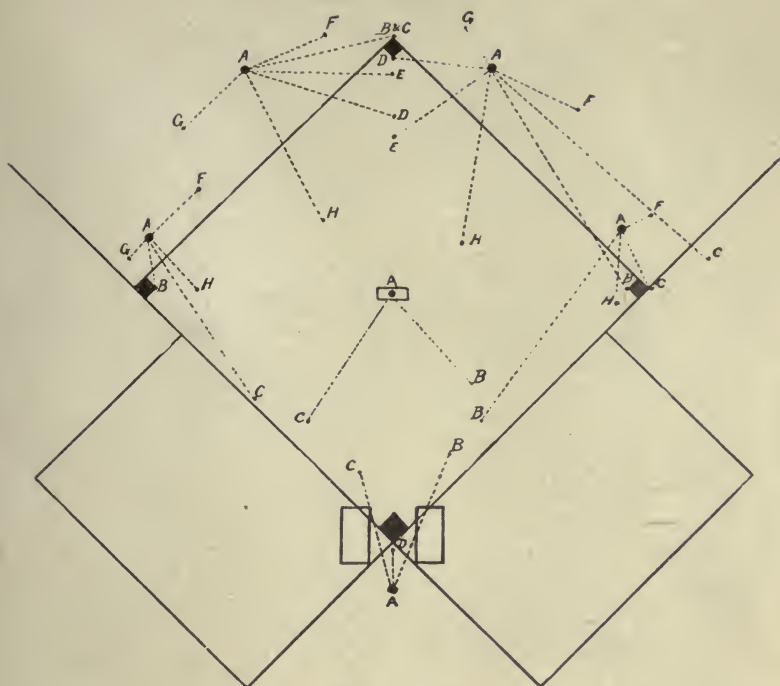


FIG. 15. INFELDERS' POSITIONS

- A. Normal position.
- B. Positions on bunt toward first base.
- C. Positions on bunt toward third base.
- D. Positions on attempted steal from first to second and third to home with shortstop taking the ball.
- E. Same with second baseman taking the ball.
- F. Positions when right field hitter is at bat.
- G. Positions when left field hitter is at bat.
- H. Infield pulled in to catch runner at plate.

Diagram showing positions taken by infielders for different plays.

Am. Mag., May, 1910, p. 13.

VII. BATTERY STRATEGY

Sources of Information

- "Pitching in a Pinch," by Mathewson, published by Putnam, N. Y.
"Outguessing the Batter," by Mathewson, *Pearson's Magazine*, May, 1911, p. 568.
"Wonders of Pitching," by Fullerton, *American Magazine*, June, 1910, p. 223.

Meaning of Term, "Battery Strategy"

- The attempt to adapt the pitcher's abilities to the outwitting of the batter and base runners.
Discovering and taking advantage of the batter's weakness.
Generalship in the box—outwitting the offense.
Using your head; the head work of pitching.
The use of control, change of pace, etc., as well as curves to retire the batter.
The "inside ball" of the battery position.

Importance

- Most important part of battery work.
More important than pitcher's arm or catcher's receiving.
Greatly underestimated by most coaches.
Should be developed as carefully as any other department.
The center and heart of the defense.
Corresponds to the quarterback of a football team.

Fundamentals

- Control—most important single attribute.
Ability to put the ball where you want it.
Not simply ability to throw a strike when necessary.
Never should be necessary to send up a "cripple."
Ability to "cut the corners."
Success in getting close decisions.
Every ball pitched should be a difficult decision.
Ability to discover and put the ball where batter will swing.
Most batters have a "groove."
Change of pace.
Neither speed nor slow ball effective alone.
Ranks next to control in value.
Control and change of pace sufficient alone to make a very valuable pitcher.
Slow and fast ball must be thrown in same manner.
Curves—Use and abuse.
The more the better, provided controlled.
Don't try to use a curve that you cannot control.
Deliver fast ball and curves with same delivery.



FIG. 16. RUNNERS TIE UP BASEMEN

Diagram showing how base runners "tie up" fielders and make hits more likely. Black dots show positions of players when no one is on the bases; white dots show position of players holding up runners when there are men on first and second and no one out.

Am. Mag., May, 1910, p. 12.

- Don't use too many curves.
- Fatigues pitcher unnecessarily.
- Change of style of delivery.
- Cultivated by many pitchers.
- "Freak" deliveries, however, seldom very useful.
- Sometimes confusing to a batter.
- Baseball knowledge.
- Detection of weaknesses—size up batter.
- What to do at various stages of the game.

Involves

- Agreement as to who shall decide ball to pitch.
- Usually falls to the catcher.
- Should be done by one with the best head and most baseball knowledge.
- Two heads better than one—sometimes.
- Should have a thorough means of communication.
- Signals between pitcher and catcher.
- Two should practically be able to converse.
- Catcher should know pitcher intimately.
- Know his every motion and mood.
- Catcher generally gives signals even if pitcher decides.
- May be changed on occasion.
- Agreement between pitcher and catcher.
- Pitcher who crosses the catcher is a dangerous man.
- Ability to agree quickly on thing to do.
- Willingness on part of other to take suggestions.
- Battery pair should be real chums.
- Signals between battery and team.
- Team must know ball to be pitched in order to cooperate.
- See defensive team play.
- Remembrance of batter's peculiarities and ability.

Things to Notice

- "Size up" the batter.
- As he comes to the plate; nervous or confident.
- Type of man; slow, quick, strong.
- Position in the box; front or back.
- Distance from plate.
- Preliminary movements of bat.
- Man often hits best at point where his bat swings.
- Position of hands on bat.
- "Choke up" indicates a place hitter.
- Extreme end indicates a "slugger" and hard swinging.
- Step.
- Does he pull away or step in?
- Length of the step.

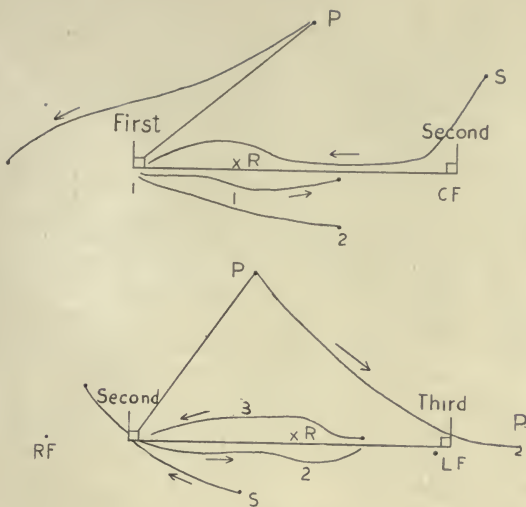


Fig 17

TRAPPING RUNNER

Swing.

Time—soon or late.

Nature—short, snappy or big swing.

Kind of ball at which he swings.

Many men "bite" on high, neck balls, etc.

Plan of offense—with runners on.

Bunt, hit and run, steal, squeeze, etc.

Outguess the offense—see "defensive team play."

Waste a ball when occasion demands.

Be careful about getting pitcher "in the hole."

Strategy is difficult with pitcher "in the hole."

Bunting game—Make the ball difficult to bunt well.

High, wide, fast ball.

Hit and run—Keep batter from hitting; runner close.

Waste ball or best fast curve.

Steal—Keep the runner close.

Waste ball or fast strike over high outside corner.

Squeeze—Keep batter from hitting.

High inside ball.

General scheme of offensive attack.

Many teams adopt general methods as

Sacrificing regularly, hit and run, stealing.

Letting first pitched ball go.

Always taking one with pitcher "in the hole."

Ball to Pitch

High when

Batters will swing at them.

Usually make flies; hard to hit.

Some men hit them far, however.

Close when

Batter is nervous.

Batter stands too near plate—drive him back.

Batter uses long bat; close and high.

Wide when

Batter pulls away from plate.

Steal is assured or waste ball is needed.

Low when

By experiment batters are found unable to hit them.

Fast when

Nervous batter up.

Batter stands in front of box.

Batter swings late.

Slow when

Over-anxious batter—can't wait.

Batter stands in back of box.

Left-handed batter with right-handed pitcher.

Slow ball *outside*.

Slow ball inside seldom good.

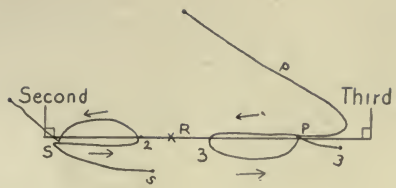


Fig 18

TRAPPING RUNNER

Out-curve when

Batter pulls away, swings hard or stands far away.

Nervous batter is up.

Pitcher can afford to waste one.

A good general ball to unknown batters.

In-shoot when

Place hitter is up—won't be hit so hard.

Runners are on.

Drop when

In a pinch.

For a third strike.

Summary.

Keep out of the "hole."

First ball each inning a strike, rest of inning easy.

Never groove a straight ball if you can avoid it.

Always put a jump on the fast ball.

Study the batter's groove.

Mix them up and outguess the batter.

Determine what he expects and give him something else.

Keep pinch hitters waiting; makes them nervous.

Give left-handed batter low curve inside at knee.

Some use fast, high, outside ball.

Outside balls good general rule. Keep them away.

Battery strategy is *Brains* with a big *B*.

Attention to Base Runners

An important part of battery work.

Keep runners close.

Develop the quick delivery and "balk motion."

Have signals for plays for catching men off.

Given usually by catcher.

Have plays for each base.

Both from pitcher and catcher.

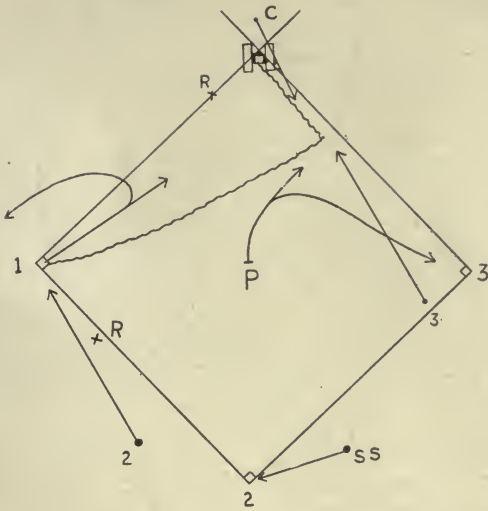


FIG. 19. DEFENSE FOR BUNT
 Regular bunt handled by third baseman. Pitcher,
 first and third baseman go in.

VIII. TRAINING A COLLEGE TEAM

Fall practice

Spring practice for football.

Why not fall practice for baseball?

Time.

September until late October.

In good seasons until early November.

Two days a week where more time cannot be secured.

Even football candidates can work on Mondays.

Occasionally football candidates can work on Fridays.

Games on Saturday mornings in early season.

Work to be done.

Series of games between new and old men.

Have as many as you can arrange for.

Gives the coach a chance to "size up" the new material.

See how much baseball the new men know.

A great "sizing up" time.

Work out the new men in infield and outfield positions.

Find out who the likely men are for vacant positions.

Spot the men who will run the old men hard.

Give them a try-out in the regular line-up.

Puts the old men decidedly on their mettle.

Organize extensive batting practice.

Discover what the batting ability of the new men is.

It is likely to be weak.

Teach the fundamentals of straight-away hitting.

A great deal of valuable work can be done here.

Saves much time in the spring.

Indoor Winter Work

Battery men.

Begin work January 15.

Work out one-half hour three times per week.

After February 15, work out for half hour daily.

Nature of work.

First two weeks—work for motion alone.

Continue this until the motion is acquired.

Second two weeks—absolutely straight balls.

Work for control. Continue this indefinitely.

After the first month—

Begin slowly and gradually training on

Curve balls, change of pace, etc.

— Suggestions.

Never work after your arm becomes tired.

Don't allow the arm to get sore.

Drop out a day at the least feeling of soreness.

Don't rub the arm too much.

Rubbing should be light—not deep kneading.

Many arms are "rubbed out," not "thrown out."

Go slowly at the beginning.

Almost impossible to hold up enough at the start.

Always throw over a plate at regulation distance.

Get the unconscious feeling for control.

Have batter stand in the batter's box with a bat.

Good for the batter as well as the pitcher.

Have him stand on both sides.

Arrange a dummy for use when man can't be had.

General practice.

Time and amount.

Begin about February 15.

Once a week (oftener, if possible), until March 1.

After March 1 as often as schedule permits.

At least twice per week.

Nature of work.

Depends entirely on equipment as

Cage, indoor diamond, etc.

Describe here only work possible in an ordinary gymnasium.

The work to be done.

Conditioning of men, if needed.

General body building, calisthenics.

Give lots of trunk and leg bending movements; free arm swings.

Straight-away hitting—impossible in ordinary "gym."

Should be taught if a cage is available.

May be taught early in a sunny place in midday.

Value of indoor hitting greatly questioned.

Background different and vision much disturbed.

Said to delay the batting when men go outdoors.

Bunting—Can and *should* be taught indoors.

One of the great objectives of the indoor work.

Theoretically same objections as for hitting.

Practically it doesn't seem to apply.

Every man should master bunting while still indoors.

Saves a tremendous amount of spring time.

Is a valuable preparation for general batting.

Trains eye to follow the ball.

Teaching of bunting.

Begin at short distance and slow speed.

Put batters in two diagonal corners of gym later.

Arrange mats for backstops or use *scrub* catchers.

Never use valuable catchers to receive for bunting.

Danger of foul tips and injured fingers very great.

Measure off regular distance for pitchers.

Don't *guess* at it.

Have pitchers throw straight ball directly over.

Use pitchers with good control.

At first use about two-thirds speed.
Increase speed, difficulty of position and add curves as men master the fundamentals.

Base sliding.

Often supposed impossible indoors.
Smooth floor makes a fine sliding place.
Once learned indoors gives men unlimited confidence and nerve for outdoors.

Men should master fundamentals of sliding indoors.
Saves a tremendous amount of spring time.
Man has to learn it correctly indoors.

Hurts when it isn't done correctly; doesn't when correctly done.

Cautions.

Pad very heavily; use heavy football trousers or the heaviest baseball pads.

Towels stuffed in the trousers work very well.
Don't allow men to "ease" themselves down.

Injury to knee likely to come by
Bending knees to ease the jar.

Sliding foot on floor for same purpose.

- Avoid *heavy rubber soles, basket ball shoes, etc.*

- Everything should slip easily.

Rubber soles are like spikes catching.

- Insist on forward leg being *up off* the floor.

Teaching of sliding.

Begin on four inches of mats.

Teach getting back to first and going into second.

Stand ten feet from bag, take one step and leap for bag.

Mats give no slide, but can teach:

Foot to take off from.

Position of body.

Position of legs.

Practice same on the floor after mastering the form on the mats.

Take a few steps to get impetus for the slide.

Gradually increase the speed.

Men quickly get the idea of the slide.

May then hit it at full speed.

Competitive tagging of bag adds interest.

Man slides on each side of bag.

Outguessing pitcher.

Place pitcher, catcher, first baseman and runner in relative positions.

Measure the pitcher's distance from first.

Runner plays off first and attempts to get lead.

Gives good practice and teaches the idea.

Trapping men between bases.

Whatever method is adopted should be learned indoors.

Need be practiced outdoors only for review.

Fielding ground balls.

The proper form should be taught.

Extended practice, however, is not valuable.

Conditions are too different.

Regular Spring Practice

General considerations.

Weather—practice greatly modified and affected by weather.

Avoid throwing on cold days.

Balls—insist on good ones.

Poor balls *make bad arms*; slow up team work.

Nature of work depends upon

Weakness of your own men.

Weakness or strength of opponents, if known.

No set order can be followed.

Must be varied as occasion shows need.

Essential thing.

Train on fundamentals; develop team work.

Don't waste time on "fancy stunts" that won't be used.

Great problem.

To keep every man busy all the time.

Requires organization and planning.

Too much time often spent by men waiting their turn.

Day's program.

Meet promptly at a definite time.

Call roll of squad and insist on every man being on time.

Free batting period before this good.

But should not interfere with definite gathering.

A matter of great *pedagogic* importance.

Follow with a theory period; fifteen to thirty minutes.

Each player, even old ones, need theory discussion.

Coach owes it to team to impart his knowledge.

Chance to develop team work, unity, spirit.

"Warm up" five to ten minutes.

Rapid tossing of ball until arms are thoroughly warm.

Fundamental work; squads form as previously indicated in theory period.

Time—thirty to forty-five minutes.

Squads on

Hitting, bunting, infield and outfield work.

Give opportunity for both hitting and fielding practice.

Battery men work on special things or pitch to batters.

Special work for the day.

Time as required; fifteen minutes or more.

May come ahead of fundamental work.

Should have something special nearly every day.

As outguessing pitcher, a special play, trapping base runners, etc.

Most if not all the squad should participate.

Generally it is practice of thing discussed at theory.

Finish; rest of time up to limit. Hour and a half long enough for practice.

Game if one is to be used or

Fast, snappy infield practice and outfield work.

Weekly program.

General.

Varies with time in the season.

Increase game work and special training as season progresses.

Varies with game schedule.

Monday.

Discuss mistakes of Saturday game.

Hard training on fundamentals; lots of hitting practice.

Hard workout for battery men not used Saturday.

Tuesday.

Fundamentals, with emphasis on the fielding.

Special things.

Practice game.

Wednesday.

Game or practice game between first and second teams.

Thursday.

Discussion of mistakes of previous day.

Fundamentals; emphasis on hitting.

Special training for battery men.

Friday.

Batting practice only.

If there is any field practice, make it short and snappy.

Saturday.

Game.

Suggested ten-week campaign.

Time—April first to June fifteenth.

Previous to April first time spent chiefly in

Batting practice.

Fielding fly balls.

First week.

Batting practice.

Infield and outfield work.

Try out men.

Caution—Be very careful of the arms.

Second week.

Fundamentals.

Base sliding.

Some game work.
Try out men.
Caution—Still be careful of the arms.

Third week.

Fundamentals.
Signal drills.
Correct mistakes of first games.
Decide on regulars.

Fourth week.

Fundamentals.
Develop the offensive game—base stealing, etc.
Fast infield work.
Get team unity—partly through game work.

Fifth week.

Fundamentals.
Develop defensive game.
Train for definite important games.

Sixth week.

Fundamentals.
Work on weaknesses and faults.
Train on special plays and tricks.
Games.

Seventh week.

Fundamentals.
Special weaknesses.
Games.

Eighth week.

Speed and smoothness.
Batting power.
Team unity.

Ninth week.

Should be up to edge.
Shorten the practice time.
Batting practice against best possible pitching.
Special things for final games.

Tenth week.

Shorter practice periods, greater speed.
Batting power worked for.
Develop confidence for the big game.

Training suggestions.

Diet.

Training table, not necessary in baseball.
Care in diet, however, absolutely essential.
Eat only easily digested, nutritious food.
Food which furnishes the maximum amount of energy.

Tobacco.

Absolutely prohibited in any form whatever.

"Three in One" better than tobacco juice for gloves.
Scientifically shown to reduce accuracy and precision.
Spoils "batting eye" and accurate "pegging."
Reduces wind and endurance.

Care of the eyes.

Very important to a ball player.

Avoid all forms of eye strain.

As reading on trains, moving picture shows, etc.

Sleep.

Most important thing in ball player's training.

Plenty of sleep required to

Put a man on his toes.

Give him a good eye.

Produce lots of "pep."

IX. ORGANIZED BASEBALL

Chief Sources of Information.

- League Information—The Baseball Blue Book.
Players' Standings, etc.—The Baseball Red Book.
Rules—Spalding's Athletic Library, Baseball Guide.
History—America's National Game, by A. G. Spalding,
American Sports Publishing Co., New York.
How to Play the Game.
Spalding's Athletic Library Series, various numbers.
How to Play Baseball, by John J. McGraw. Harper Bros.,
N. Y.
Baseball, by Clarke and Dawson. Charles Scribner's Sons,
N. Y.
Articles in *American Magazine* by Hugh S. Fullerton:
The Inside Game, May, 1910.
Hitting the Dirt, May, 1911.
The Technique of Baseball, by R. D. Purinton, in *American
Physical Education Review*, Vol. 12, 1907, pp. 21, 132;
Vol. 13, 1908, pp. 76, 155, 209.
Unlimited number of other articles usually of popular inter-
est and of little technical value.

Control of Organized Baseball

- Vested in a National Commission.
Consisting of:
August Herrmann, Chicago, chairman.
John K. Tener, president of the National League.
B. B. Johnson, president of the American League.
John E. Bruce, secretary.

Consists of

- About forty-five different leagues.
Subscribing to the National Agreement of 1903.
Classified by total population of the cities of the league.
Working under a code of rules known as baseball law.
Each league makes its own rules subject to the National
Commission.

Classification of Leagues

- Determines the salary limits, drafting of players, player limits,
etc.

| | Population | Salary Limit per Month | DRAFTING | | | PLAYER LIMIT | |
|-------|----------------------------|---|---------------|---------------|--------------------------|--------------|---------------------|
| | | | Major L. Pays | A. A. L. Pays | Dates | Out Season | In Season |
| Major | | | | | Sept. 15-20 | 35 | Nat. 21 Am. 25 |
| A A | Above 1,750,000 | | \$2500 | | Sept. 22-27 | 30 | After 30 days 18 |
| A | Above 1,000,000 | \$3200 South As'n \$2800 W. L. | \$1500 | \$1000 | Sept. 29 to Oct. 3 | 28 | After 20 days 15 |
| B | 1,000,000 to 400,000 | \$2000 | \$1200 | \$750 | Oct. 5-10 | 26 | After 20 days 14 |
| C | 400,000 to 200,000 | \$1400 | \$750 | \$500 | Oct. 12-17 | 24 | After 20 days 14 |
| D | Up to 200,000 | \$1200 | \$500 | \$400 | Oct. 19-24 | 22 | After 20 days 12 |

Cities as classified in 1915; as they finished in 1914.

| | | |
|-------|--|--|
| Major | <ul style="list-style-type: none"> { National { American | <ul style="list-style-type: none"> { Boston, New York, St. Louis, Chicago, Brooklyn, Philadelphia, Pittsburgh, Cincinnati. { Philadelphia, Boston, Washington, Detroit, St. Louis, New York, Chicago, Cleveland. |
| | | <ul style="list-style-type: none"> { American Association { International { Pacific Coast |
| A | <ul style="list-style-type: none"> { Southern Association { Western League | <ul style="list-style-type: none"> { Birmingham, Mobile, New Orleans, Atlanta, Nashville, Chattanooga, Memphis, Montgomery. { Sioux City, Denver, St. Joseph, Des Moines, Lincoln, Omaha, Topeka, Wichita. |

- | | | |
|----------------|--|--|
| B | New York State League | { Elmira, Wilkes-Barre, Utica, Binghamton, Albany, Troy, Syracuse, Scranton. |
| | | New England League |
| | Eastern Association* | |
| | | *Defunct in 1915, several cities going into Colonial Federal League. |
| | Texas League | { Houston, Waco, Beaumont, Galveston, Forth Worth, Dallas, San Antonio, Austin. |
| | "Three Eye" League—Indiana, Illinois, Iowa | { Davenport, Peoria, Springfield, Decatur, Dubuque, Quincy, Bloomington, Moline. |
| | Northwestern | { Vancouver, Seattle, Spokane, Victoria, Tacoma, Ballard. |
| Central League | { Dayton, Evansville, Fort Wayne, Terre Haute, Grand Rapids, Springfield.* | |
| | *Did not finish. | |
| Tri-State | { Harrisburg, Allentown, Reading, Wilmington, Trenton, Lancaster. | |
| C | { Northern League, Atlantic League, Colonial League. | |
| | { Canadian League, Wis.-Ill. League, Virginia League. | |
| | { Southern Mich. Ass'n, South Atlantic League. | |
| D | All other leagues. | |

Common Rules Often Misunderstood

Drafting.

Major leagues may draft only one player from each A. A. club.

Each minor league may draft one player from each club of the grade below.

Minor league player going to higher league secures probationary contract for forty-five days at salary at least 25 per cent above salary received in club below.

Reserve clause in player's contract. Blue Book, 1914, p. 75, Art. VII, Sec. 1.

Player is held in reserve as property of club signing him.

Cannot sign elsewhere without consent of club.

Twenty-five per cent of player's salary paid for this.

Constitutionality of reserve clause much questioned.

Club can dismiss a player on ten days' notice.

Waivers.

If a club wishes to dispose of a player all other clubs in the league have a right to his services at the salary he is receiving and must *wave* their claim before he can be sold to a lower class league.

Free agent.

A player under no contract with any club.

Player may be declared a free agent because of

Disagreement over salary or terms of transfer.

Waivers granted and no club offering price for player's services.

Illegal contracts.

Various other ways.

History of Organized Baseball

Originated by Abner Doubleday, Cooperstown, N. Y., 1839.
First regular baseball club, The Knickerbocker Baseball Club of New York, 1845.

National Ass'n of Baseball Players, formed, 1858; died, 1871.
First convention called by the Knickerbocker Baseball Club, May, 1857.

Second convention called also by the Knickerbockers, March 10, 1858.

Adopted a definite code of rules.

First tour of an organized baseball club, 1860.

Made by the Excelsiors, Brooklyn, to New York state.

First great pitcher.

James P. Creighton of the Excelsiors; died, 1862.

Speed, control and an underhand delivery.

First curve pitcher.

✓ Wm. Arthur Cummings of Brooklyn, 1867.—Spalding Guide, 1915, p. 48.

Curve ball used by no one else until 1874.

Born in Ware, Mass.; present home, Athol, Mass.

First intercollegiate baseball game.

Amherst vs. Williams, July 1, 1859, Pittsfield, Mass.

Won by Amherst, 66 to 32.

Effect of the war, '61-65.

All organization broken up, but

Knowledge of the game scattered broadcast.

Outrageous abuses grew up.

Betting, throwing games, professionalism, politics, National Association no longer able to control affairs.

First professional baseball club, 1869.

Cincinnati Red Stockings, managed by Harry Wright.

Conducted a successful Eastern tour, winning every game.

Unparalleled record—great influence.

Paved the way for straight professional ball.

First professional organization.

The National Association of Professional Baseball Players.

Organized March 4, 1871, New York.

Conditions as bad as before, pool selling prevailed.

Need—separation of business and playing ends.

“Clubs” to manage teams.

“Teams” to play ball.

National League of Professional Baseball Clubs.

Organized February 2, 1876.

President, Morgan G. Bulkeley, Hartford, Conn.

Chiefly instrumental in formation,

Wm. A. Hulbert and A. G. Spalding, Chicago.

Wm. A. Hulbert became president in December, 1876.

“Saved the game.”

First circuit.

Boston, Chicago, Cincinnati, Hartford, Louisville, New York, Philadelphia, St. Louis.

Stand made for clean, honest baseball.

Players disciplined—four from the Louisville Club in 1877.

“Official ball” adopted.

First too lively, next too dead.

“Reserve rule” instituted.

Minor leagues began to organize.

International Association and League Alliance, 1877.

Northwestern League and Inter-State Association, 1882.

Rival organizations.

American Association of Baseball Clubs, 1882.

Proposed an admission fee of twenty-five cents.

Union Association, 1883.

Proposed to fight the reserve rule. Disbanded, 1885.

National Agreement of Professional Baseball Clubs, 1882.

Entered into by National League and American Association.

Brotherhood war of 1890-92.

A revolt on the part of professional baseball players.

Wanted more money.

Claimed reserve rule and national agreement deprived them of rights as American citizens.

National Brotherhood of Baseball Players.

Originally organized by John M. Ward, 1885.

Purpose at first simply fraternal.

Effect was to breed dissatisfaction.

Issued manifesto to the public, November 4, 1889.

Results of two years' war.

Death of the American Association in 1892.

Great financial loss.

Set baseball back five to ten years.

But proved

That business and playing ends of game must be kept separated.

The absolute honesty and integrity of professional baseball.

American League.

Organized, 1901.

First organized as the Western League in 1893.

Helped to become a major league by

National League dropping from twelve to eight cities.

Abrogation of reserve rule by National League.

President—B. Bancroft Johnson.

First circuit.

Baltimore, Boston, Chicago, Cleveland, Detroit, Philadelphia, St. Louis, Washington.

Baltimore replaced by New York in 1902.

Peace with National League in 1903.

National Agreement, 1903.

National Association of Professional Baseball Leagues formed October, 1901.

An association of minor leagues.

Agreement between major and minor leagues.

Established National Commission.

The Supreme Court of baseball.

First officials { August Herrmann, chairman.
H. C. Pulliam, president of the National League.
B. B. Johnson, president of the American League.

WORLD'S CHAMPIONSHIP SERIES, INAUGURATED, 1903

- 1903 Won by Boston, A. L., defeating Pittsburgh, N. L., 5-3 games.
- 1904 No series.
- 1905 Won by New York, N. L., defeating Philadelphia, A. L., 4-1 games.
- 1906 Won by Chicago, A. L., defeating Chicago, N. L., 4-2 games.
- 1907 Won by Chicago, N. L., defeating Detroit, A. L., 4-0 games, 1 tie.
- 1908 Won by Chicago, N. L., defeating Detroit, A. L., 4-1 games.
- 1909 Won by Pittsburgh, N. L., defeating Detroit, A. L., 4-3 games.
- 1910 Won by Philadelphia, A. L., defeating Chicago, N. L., 4-1 games.
- 1911 Won by Philadelphia, A. L., defeating New York, N. L., 4-2 games.
- 1912 Won by Boston, A. L., defeating New York, N. L., 4-3 games, 1 tie.
- 1913 Won by Philadelphia, A. L., defeating New York, N. L., 4-1 games.
- 1914 Won by Boston, N. L., defeating Philadelphia, A. L., 4-0 games.
- 1915 Won by Boston, A. L., defeating Philadelphia, N. L., 4-1 games.

Baseball Players' Fraternity

Organized in 1913.

Previous organization—The Brotherhood, 1890.

Object.

To work for the general interests and protection of baseball players.

A form of trades-union—not so admitted.

Officials, 1914.

President, David L. Fultz, a former player, now a practicing lawyer.

Vice-Presidents: R. W. Collins, Boston, A. L.; J. E. Daubert, Brooklyn; J. P. Henry, Washington; J. B. Miller, St. Louis, N. L.

Secretary, E. M. Reulbach, Brooklyn.

Things stood for.

Elimination of ten days' clause from player's contract.

Player to become free agent if salary was reduced.

Uniform treatment of players by all clubs.

Cincinnati meeting, January 6, 1914.

Committee placed demands before National Commission of Baseball representatives of the National Association. Baseball strike, 1914.

Threatened by Baseball Players' Fraternity, July 22, 1914. Cause—Transfer of Kraft from Brooklyn to Nashville.

Claimed by Nashville by waiver technicality.

Kraft desired to go to Newark, higher class club.

Settled by Pres. C. H. Ebbets of Brooklyn buying release of Kraft from Nashville for Newark.

The Federal League

Organized, 1913, John T. Powers, president.

Object.

To be a third major league.

Officers: President, James A. Gilmore, elected fall of 1913;

Vice-President, Robt. B. Ward; Secretary, Thomas Gilmore.

Headquarters, 818 Otis Bldg., Chicago, Ill.

Eastern headquarters, 110 West 40th St., New York City.

Circuit (in order of finishing).

1913 Indianapolis, Cleveland, St. Louis, Chicago, Kansas City, Pittsburgh.

1914 Indianapolis, Chicago, Baltimore, Buffalo, Brooklyn, Kansas City, Pittsburgh, St. Louis.

1915 Chicago, St. Louis, Pittsburgh, Kansas City, Newark, Buffalo, Brooklyn, Baltimore.

General effect on baseball.

Condition of war—lawsuits galore.

Organized ball sued as violator of Sherman Anti Trust law, January, 1914. Before Judge Landis, Chicago.

Fabulous salaries to star players.

Prominent jumpers to Federal League.

Bender and Plank of Athletics.

Marquard of Giants, over and back.

Walter Johnson of Washington, over and back.

Mordecai Brown of Chicago Cubs.

| | Salary Org. Ball | Salary Federal League |
|-------------|------------------|-----------------------|
| Tinker, | \$5,500 | \$12,000 |
| Campbell, | 3,200 | 7,500 |
| Cooper, | 2,500 | 7,500 |
| Falkenberg, | 4,000 | 7,500 |
| Kauff, | 2,000 | 6,000 |
| Seaton, | 2,600 | 7,500 |
| Chase, | 6,000 | 8,000 |
| Mann, | 3,000 | 5,000 |

Disruption of minor leagues because of loss of money.

Eastern Association discontinued in 1915.

Colonial League changed and turned into a Federal minor league, etc.

End of Federal League.

Peace declared December 22, 1915. Cincinnati agreement between National and Federal Leagues.

Sanctioned by American League.

Conditions.

Return of all Federal League players in good standing to organized ball.

Buying of several major league teams by Federal League magnates.

Charles Weeghman bought Chicago Cubs.

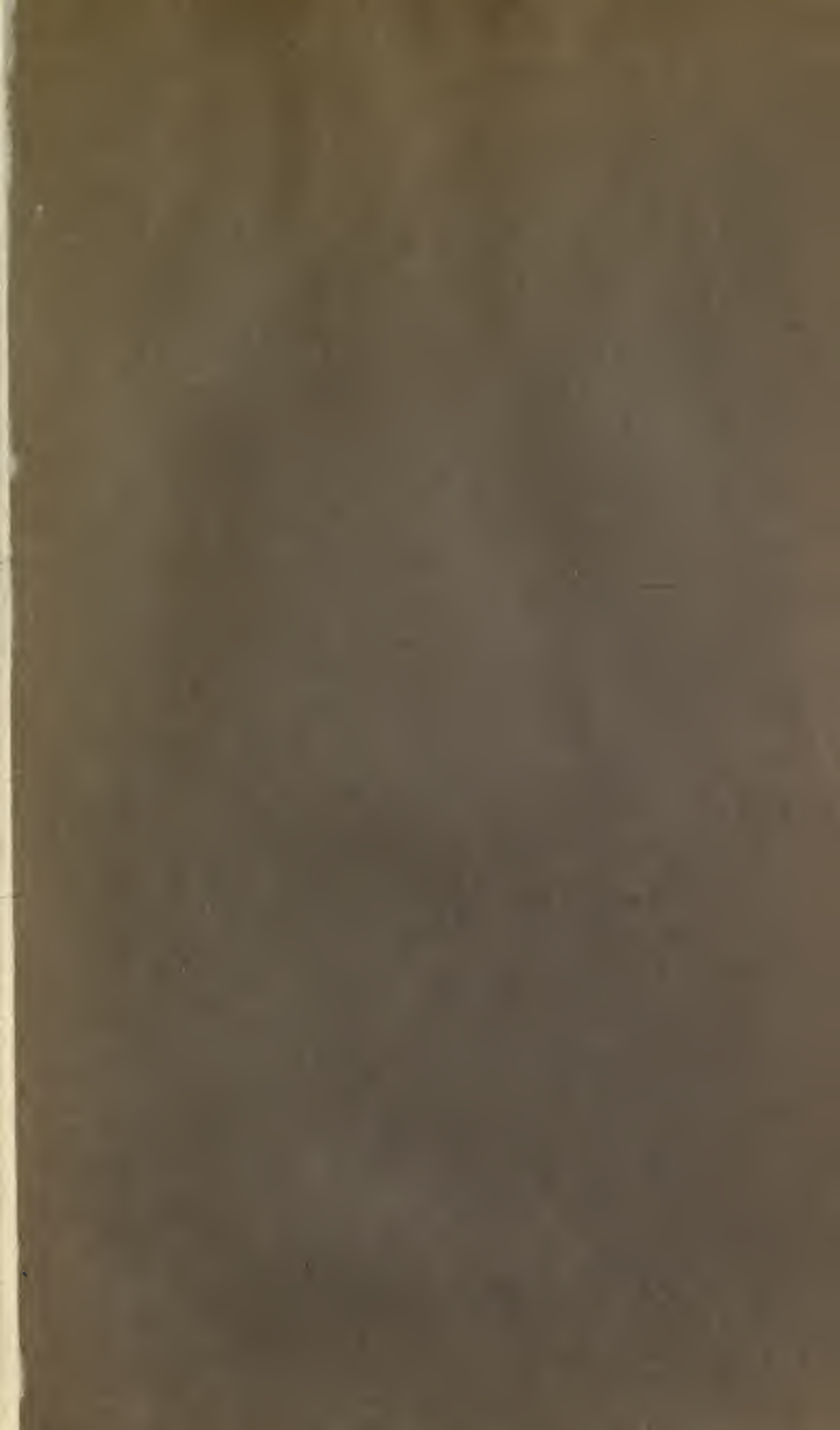
Phil Ball bought St. Louis Americans.

Ward interests to be reimbursed \$400,000.

INDEX

| | PAGE |
|---|----------------|
| Advantage of stealing third | 16 |
| American League | 88 |
| Attention to base runners..... | 62 |
| Ball to pitch (various kinds)..... | 60 |
| Base running | 8 |
| Base sliding, teaching of indoor..... | 68 |
| Base stealing record in leagues | 8 |
| Battery strategy | 56 |
| Battery training indoors | 64 |
| Batting | 2 |
| Batting position | 2 |
| Bibliography—batting | 4 |
| Brotherhood war | 86 |
| Bunting, bunting game, practice indoors | 6, 34, 66 |
| Bunting position | 6 |
| Bunt and run | 36 |
| Catcher | 22 |
| Change of pace..... | 56 |
| Cities in leagues | 80 |
| “Class” in baseball | 40 |
| Coacher’s work | 20 |
| Cobb—base stealing | 10, 11, 15 |
| College team’s training..... | 64 |
| Collins | 10 |
| Common rules of organized baseball | 84 |
| Control | 56 |
| Control of organized baseball | 78 |
| Curves | 24 |
| Day’s program | 70 |
| Defense for bunt and run | 48 |
| Defense for bunting game | 46, 63 |
| Defense for double steal | 44 |
| Defense for hit and run | 48 |
| Defense for squeeze | 48 |
| Defense for stealing | 42, 46 |
| Defense for straight-away hitting | 46 |
| Defense in general | 50 |
| Defensive team play | 40 |
| Delayed steals | 18, 19, 20, 21 |
| Delivery of pitcher | 22 |
| Double squeeze | 38 |
| Double steals | 18 |
| Drafting | 82 |
| Experiments in base stealing | 10 |
| Extent of base stealing | 8 |
| Eye in batting | 4 |
| Fall practice | 64 |
| Faults in batting | 4 |
| Faults in bunting | 6 |
| Federal League | 92 |
| First base | 26 |
| Fraternity—baseball players | 90 |

| | |
|--|--------------------|
| Free agent | 84 |
| Fullerton | v, 8, 10, 40, etc. |
| Fundamentals of battery strategy | 56 |
| General defense | 50 |
| Geometry of baseball | 40 |
| Grooves for safe hits | 40 |
| Handling of ground balls | 24 |
| History of organized baseball | 84 |
| Hit and run | 38, 39 |
| Importance of batting, bunting | 2, 6 |
| Indoor winter training | 64 |
| Infield | 24 |
| "Inside ball" | 34 |
| Intercollegiate baseball—first game | 84 |
| Lead off first | 12 |
| Lead off second | 18 |
| List of cities in leagues | 80 |
| National agreement | 86, 88 |
| National League | 86 |
| Objection to stealing third | 16 |
| Offensive team play | 34 |
| Organized baseball | 78 |
| Outfield | 30 |
| Overrunning first | 12 |
| Pitcher | 22 |
| Place hitting | 4 |
| Position for batting, bunting | 2, 6 |
| Position play | 22 |
| Purinton | v, 4 |
| Records for base stealing | 8 |
| Reserve clause | 82, 86 |
| Revival in base stealing | 10 |
| Sacrifice bunt | 34 |
| Second base | 28 |
| Shortstop | 28 |
| Signals | 34 |
| Signals for base stealing, coacher | 12 |
| Signals for defensive play, offensive play | 34, 42 |
| Slide—in base stealing | 14, 15 |
| Sliding to first | 12 |
| Spring practice | 70 |
| Squeeze | 36 |
| Start in base stealing, bunting | 14, 6 |
| Stealing, first to second, second to third, home | 11, 12, 16, 18 |
| Step in batting | 2 |
| Straight-away hitting | 34 |
| Swing in batting, bunting | 4, 6 |
| Tagging | 26 |
| Ten-week campaign | 72 |
| Third base | 30 |
| Throwing | 26 |
| Time to steal second, third | 12, 16 |
| Training a college team | 64 |
| Training suggestions | 74 |
| Trapping runners | 44, 59, 61 |
| Types of bunters | 6 |
| Waivers | 84 |
| Weekly program | 72 |
| World's series | 90 |



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